



Subscribe   Register      Login  
(Full Service) (Limited Service, Free)

Search:  The ACM Digital Library  The Guide

[goal and presentation and \("evaluating progress" or "evaluate progr](#)

Feed

Terms used goal and presentation and evaluating progress or evaluate progress and student

Sort results  
by

▼

Save results to a Binder

Try

Search Tips

Try

Open results in a new window

Display results

▼

Results 41 - 60 of 200

Result page: previous 1 2 3 4 5 6 7

Best 200 shown

#### 41 Spoken dialogue technology: enabling the conversational user interface

March 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 1

Full text available: pdf(987.69 KB)

Additional Information: full citation, abstract, references,

Spoken dialogue systems allow users to interact with computer-based applications by using natural spoken language. The origins of spoken dialogue systems can be traced back to research in the 1950s concerned with developing conversational interfaces. However, with major advances in speech technology, that large-scale working systems can now be built, introduced into commerce ...

Keywords: Dialogue management, human computer interaction, language generation, natural language processing, speech recognition, speech synthesis

#### 42 Managing evaluation goals for training

John M. Carroll, Mary Beth Rosson

July 1995 Communications of the ACM, Volume 38 Issue 7

Full text available: pdf(330.94 KB) Additional Information: full citation, references, citations, index terms

#### 43 Knowledge and representation: Convergence of knowledge management and experience

Byron Marshall, Yiwen Zhang, Hsinchun Chen, Ann Lally, Rao Shen, Edward Fox, Li May 2003 Proceedings of the third ACM/IEEE-CS joint conference on Digital libraries

Full text available: [pdf\(944.29 KB\)](#)

Additional Information: full citation, abstract

The National Science Digital Library (NSDL), launched in December 2002, is employing libraries as applied to education. As a part of this extensive project, the GetSmart system uses management techniques in a learning environment. The design of the system is based on the search and the information search process. Its key notion is the integration of search techniques and mapping. More than ...

#### 44 Structuring the student research experience

Andrew Bernat, Patricia J. Teller, Ann Gates, Nellie Delgado

July 2000 ACM SIGCSE Bulletin , Proceedings of the 5th annual SIGCSE/SIGCUE ITiCSE technology in computer science education, Volume 32 Issue 3

Full text available: [pdf\(424.11 KB\)](#)

Additional Information: full citation, abstract, references

The benefits of working in a research group are clear: students develop domain appreciation of the research process and its practice, and acquire team, communication and higher-level thinking skills. Students with this experience are better equipped to handle technical matters and to communicate and work in teams to solve complex problems. This quality experience to large numbers of students ...

#### 45 Generic programming using STL

Lawrence D'Antonio

April 2001 The Journal of Computing in Small Colleges , Proceedings of the sixth annual meeting of the journal of computing in small colleges, Volume 16 Issue 4

Full text available: [pdf\(87.38 KB\)](#)

Additional Information: full citation, abstract, references

The course content and methodology of a senior-level, computer science course is described and analyzed with respect to general educational model in use is briefly described and the potential application of the model is explored in detail. With only minor revisions, the course can be a writing intensive, oral communication intensive and critical thinking course simultaneously.

#### 46 Managing and evaluating students in a directed project course

Dean Sanders

January 1984 ACM SIGCSE Bulletin , Proceedings of the fifteenth SIGCSE technical s education, Volume 16 Issue 1

Full text available:  pdf(481.22 KB)

Additional Information: full citation, abstract, references,

Evaluating individual students is especially difficult in a Directed Project course t projects rather than by a fixed syllabus. By merging the evaluation process with using prepared checklists for peer, task, and meeting evaluations, students wor individuals and the same grading criteria may be applied to all students even th projects.

#### 47 Evaluating a scientific collaboratory: Results of a controlled experiment

Diane H. Sonnenwald, Mary C. Whitton, Kelly L. Maglaughlin

June 2003 ACM Transactions on Computer-Human Interaction (TOCHI), Volume

Full text available:  pdf(1.48 MB)

Additional Information: full citation, abstract, references, in

The evaluation of scientific collaboratories has lagged behind their development. collaboratories outweigh their disadvantages? To evaluate a scientific collaborato repeated-measures controlled experiment that compared the outcomes and pro pairs of participants (upper level undergraduate science students) working face scientific outcomes (graded lab reports) to inves ...

Keywords: Scientific collaboratory, collaboration, controlled experiment, geogra

#### 48 Progressive design: staged evolution of scenarios in the design of a collabor

George Chin, Mary Beth Rosson

January 1998 Proceedings of the SIGCHI conference on Human factors in compu

Full text available:  pdf(1.21 MB)

Additional Information: full citation, references, in

Keywords: claims, computer-supported collaborative learning, participatory desi

**49 ITiCSE 2001 working group reports: A multi-national, multi-institutional study of first-year CS students**

Michael McCracken, Vicki Almstrum, Danny Diaz, Mark Guzdial, Dianne Hagan, Yifei Thomas, Ian Utting, Tadeusz Wilusz

December 2001

ACM SIGCSE Bulletin, Volume 33 Issue 4

Full text available:  pdf(1.99 MB)

Additional Information: full citation, abstract, refere

In computer science, an expected outcome of a student's education is programmatic competency. As the programming competency students have as they complete their first one or two years of study, to explore options for assessing students, the working group developed a trial assessment program. The underlying goal of this work was to initiate dialog in the Computer Science community about these types of assessments. See ...

**50 ITiCSE 2001 working group reports: A multi-national, multi-institutional study of first-year CS students**

Michael McCracken, Vicki Almstrum, Danny Diaz, Mark Guzdial, Dianne Hagan, Yifei Thomas, Ian Utting, Tadeusz Wilusz

December 2001 Working group reports from ITiCSE on Innovation and technology in computing education

Full text available:  pdf(1.99 MB)

Additional Information: full citation, abstract, references, cited by

In computer science, an expected outcome of a student's education is programmatic competency. As the programming competency students have as they complete their first one or two years of study, to explore options for assessing students, the working group developed a trial assessment program. The underlying goal of this work was to initiate dialog in the Computer Science community about these types of assessments. See ...

**51 Papers on software engineering education and training: course delivery and contribution toward group software engineering projects**

Jane Huffman Hayes, Timothy C. Lethbridge, Daniel Port

May 2003 Proceedings of the 25th international conference on Software engineering

Full text available:  pdf(696.49 KB)  Publisher Site

Additional Information: full citation, abstract, references, cited by

It is widely acknowledged that group or team projects are a staple of undergraduate courses. Such projects provide students with experiences that better prepare them for work in the field. While group projects are often required or strongly encouraged by accreditation agencies. While there are a number of benefits to group projects, they also pose considerable challenge in fairly and accurately discerning individual contributions for purposes. Issues, ...

## 52 Types and persistence in database programming languages

Malcolm P. Atkinson, O. Peter Buneman

June 1987

ACM Computing Surveys (CSUR), Volume 19 Issue 2

Full text available:  pdf(7.91 MB)

Additional Information: full citation, abstract, references, citing

Traditionally, the interface between a programming language and a database has been provided by low-level subroutine calls, or it has required some form of embedding of one language in the other. A new approach to integrating database and programming language techniques has received some attention. A number of attempts have been made to construct programming languages with built-in facilities for managing database systems. These languages ...

## 53 Curriculum 68: Recommendations for academic programs in computer science

William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas McCluskey, Silvio O. Navarro, Werner C. Rheinboldt, Earl J. Schweppe, William Via

March 1968

Communications of the ACM, Volume 11 Issue 3

Full text available:  pdf(6.63 MB)

Additional Information: full citation, references

Keywords: computer science academic programs, computer science bibliographies, computer science curriculum, computer science education, computer science graduate programs

## 54 Evaluating student team project experiences

Cary Laxer

June 2002 ACM SIGCSE Bulletin , Proceedings of the 7th annual conference on Innovation and technology in computer science education, Volume 34 Issue 3

Full text available:  pdf(182.89 KB)

Additional Information: full citation, abstract, references

The first two courses in the computer science major at Rose-Hulman (Algorithm Design and Data Structures) and (Computer Organization and Assembly Language) each have a five-week team-programming project as a component of the course. In their program code, each team has to submit a user's manual and a technical manual describing the system. The students are also required to evaluate the project and facilitate the project evaluation ...

## 55 A formative evaluation of a computer-based instruction tutorial with application to distributed systems

Gloria A. Reece, Linda Bol, Gary R. Morrison

October 1996 Proceedings of the 14th annual international conference on Systems development: technological forces: building a corporate, academic, and user-oriented

Full text available:  pdf(1.46 MB)

Additional Information: full citation, references, references, references

## 56 International learning in an international world

Margaret Martinez

February 2000

ACM Journal of Computer Documentation (JCD), Volume 24 Is

Full text available:  pdf(203.43 KB)

Additional Information: full citation, abstract, references

How do we support successful, lifelong learners and performers and help them create opportunities in the 21st century. The answer to this question lies in how well we understand key learning differences and consider how these differentiations influence winning. Cognitive-rich explanations have tended to underplay the dominant impact of affect and learning. Recent ...

## 57 Classroom BRIDGE: using collaborative public and desktop timelines to support science

Craig H. Ganoe, Jacob P. Somervell, Dennis C. Neale, Philip L. Isenhour, John M. C McCrickard

November 2003 Proceedings of the 16th annual ACM symposium on User interface

Full text available:  pdf(920.15 KB)

Additional Information: full citation, abstract, references

Classroom BRIDGE supports activity awareness by facilitating planning and goal setting in middle school science. It integrates large-screen and desktop views of project timelines, awareness information through routine document transactions, integrated presence of workspace views, and public access to subgroup activity. It demonstrates an approach to integrating synchronous ...

Keywords: CSCL, CSCW, activity awareness, large screen display, multiple-device

## 58 Designing intentional learning environments

Margaret Martinez

October 1997 Proceedings of the 15th annual international conference on Computer

Full text available:  pdf(930.53 KB)

Additional Information: full citation, references, citations, index terms

## 59 Constraints: An approach to engineer and enforce context constraints in an access control system

Gustaf Neumann, Mark Strembeck

June 2003 Proceedings of the eighth ACM symposium on Access control models and technologies

Full text available:  pdf(377.68 KB)

Additional Information: full citation, abstract, references

This paper presents an approach that uses special purpose RBAC constraints to encode context information. In our approach a *context constraint* is defined as a dynamic set of values of one or more contextual attributes for predefined conditions. If these conditions are met, an access request can be permitted. Accordingly, a *conditional permission* is an RBAC permission ...

## 60 Task-sensitive cinematography interfaces for interactive 3D learning enviro

William H. Bares, Luke S. Zettlemoyer, Dennis W. Rodriguez, James C. Lester

January 1997 Proceedings of the 3rd international conference on Intelligent user i

Full text available:  pdf(1.16 MB)

Additional Information: full citation, references, citings, inde

Keywords: 3D environments, camera planning, educational applications, learnin

Results 41 - 60 of 200

Result page: previous 1 2 3 4

The ACM Portal is published by the Association for Computing Machinery. ©

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Cont](#)

Useful downloads:  Adobe Acrobat  QuickTime  Windows Med